GAMES WITH GATE CRASHER FEATURES

ABSTRACT OF THE DISCLOSURE

Methods and systems are disclosed herein for gate crashing computer-based games. In one embodiment, a method for playing a console-based game on a host player gaming system can include receiving a request from a host player to allow gate crashing in the game. In response to the request, information related to the game can be transmitted to a server computer. The server computer can forward the information to a remote gate crasher gaming system. A gate crasher can then view the information and submit a request to crash the game and control one of the non-player characters.